

Aurora Little League – 8U

Louie Dowers Memorial Tournament

TOURNAMENT DATES: June 18-20 (Friday, Saturday, Sunday)

FORMAT: Pool Play / Single Elimination (3 Game Minimum)

DIVISION: 8U Coach Pitch

ENTRY FEE: \$300.00 per team

Entry fee must be paid with all checks made out to Aurora Little League.

A copy of the team roster must be submitted to the Tournament Coordinator 30 minutes prior to your first game. This roster will stand for all the games and must include each player's name, birthdate, and league age. Each roster may have a total of (15) players. Please submit the rosters on the forms provided, with your team name, the name, address phone number and **E-MAIL ADDRESS** of the manager, and the names of the assistant coaches.

Any players 8 years of age or under and who will not turn 9 before May 1st are eligible to participate in the 8U Tournament.

Birth Certificates of each player must be available upon request. Failure to supply birth certificates may result in forfeit.

Home team will be the second team listed on the schedule. During bracket play, the higher seeded team will be the home team.

"Little League" rules will apply except for the items listed in these tournament rules.

Sportsmanship

All players, coaches, and fans must display good sportsmanship.

Constant arguing or contesting balls and strikes with the umpire will not be tolerated and may be grounds for removal from the game or the Tournament. **(This is your warning, there will be no refunds).** Any coach, player or fan ejected from the game for disciplinary reasons will be suspended for the entire tournament. *(Remember, these are 8 year olds, not major leaguers, please set a good example for the kids).*

The manager of each team will be held responsible for the conduct of their coaches, players, fans and parents.

Any unsportsmanlike conduct can result in immediate ejection. Anyone player ejected from a game will also be ineligible for their next game.

Game Play

For the 8U Tournament the game will be 6 innings.

Game length will be 1 hour 30 minutes with no inning starting with less than 5 minutes on the game clock.

There will be NO Time Limit in Championship Game.

MERCY RULE: 15 RUNS AFTER 3 INNINGS, 12 RUNS AFTER 4 OR 10 AFTER 5 INNINGS.

Players will be required to stop play (there will be no half way rule OR time called by fielders). A fielder will have to stop the forward progress of the lead runner or the runner stop on his own.

Infield fly rule is NOT in effect.

Coaches may not touch, grab or push runners while ball is in play.

Each team must have their line-up ready to the official scorekeeper 15 minutes prior to game time. Line-ups must include position and uniform number, along with last name of players. Any changes must be reported to the official scorekeeper as they occur. Home team will provide the official scorekeeper. Both teams MUST designate a scorer for the game. (Home team will have the official scorebook for the game).

If your team is more than 10 minutes late for a game, you will have to forfeit.

A team must have a minimum of 9 players to begin a game. You can finish with 8 players. Once each batter in the lineup has batted, the lineup is considered set. After that point, if it is the result of an injury in the game, team will NOT be assessed an out in that spot but that player cannot re-enter the game. If player is removed from game for some other reason, the spot in the order will be an out. *This rule will be at the discretion of the Tournament director.*

Rain-outs will be re-scheduled from the point that play was stopped. In case of rainout, the game is official after 4 innings have been completed.

There will be 1 paid umpire for each game.

No protest will be allowed. Any conflicts will be resolved by the umpire and/or tournament coordinator.

Seeding will be determined after pool play.

No on the field warm-ups (Batting or Infield Practice)

Please be ready to play 1/2 hour before your scheduled time. Games may end early.

Equipment

The bat may be wood or aluminum, must be of legal size (**2 5/8" barrel max**) and must have the USA Baseball logo or be approved by USSSA, CABA and 1.15 BPF. A batter entering the batter's box with a bat larger than 2-5/8" will be called out. No Warning.....**NO LARGE BARREL BATS.**

Shoes with metal spikes or cleats are prohibited. Uniforms consisting of shirt with number, pants, and a cap of regular baseball design, should be worn by all players. Variations must be approved by the Tournament Coordinator.

Each team must provide their own protective helmets. Catchers must wear a protective mask while warming up a pitcher. Catchers (male) must wear a protective cup.

Pitching

Each batter will receive 7 pitches or 3 swinging strikes, whichever comes first. If there is a foul ball on the third strike or seventh pitch, the batter will be awarded other pitches until ball is hit or has swing attempted. No walks. (On the 7th pitch, the batter must swing whether or not the ball is a ball or strike. No grace given for a bad pitch.)

Coach must pitch Overhand and be at least 35 Ft from Home Plate and stand on his feet. The pitcher position is next to the coach pitcher. The pitcher can stand on either side or behind, but not in front of coach pitcher. One of the pitching position players foot must be inside the chalked circle when the ball crosses the plate.

Offensive team must provide a coach to pitch. This allows 3 coaches on the field during play (1st, 3rd and pitching mound). Coach must stay on the mound during play and is considered part of the playing field if contact is made unintentionally. If this happens, the hitter will be awarded first base and if forced to advanced, the runners will move up one base as well. Coach may talk to batter between pitches, but must not coach runners at any time.

No fielder may play any closer to home plate than the pitching rubber (35') from baseline to baseline.

Game Play

There will be no minimum playing time requirements.

RUNNING: There will be no leading off and no base stealing.

Feet first slides only or the runner is out. Diving back to a base headfirst is okay. For situations at all bases, including home plate; if contact occurs between the base runner and the fielder / catcher, and in the umpire's judgment the contact could have been avoided or minimized by the base runner sliding or going around the fielder / catcher, the base runner will be declared out. If, in the umpire's judgment, the contact was severe and / or there was clear intent by the runner to make contact, the runner **may** be ejected. ***(There is no sliding rule. This is totally at the discretion of the umpire.)***

Courtesy runner is allowed (not mandatory) for the catcher, at any time. The player who made the last out will be the courtesy runner.

DEFENSE: There will be 10 players on defense. A player must be in the batting order to be used on defense.

No fielder may play any closer to home plate than the pitching rubber (35') from baseline to baseline, Outfielders must be in the grass area until the ball is hit. They cannot start in the dirt. Once ball is hit, they can move forward into the dirt area.

OFFENSE: Each team will bat a minimum of 10 player and as many as 15 if so desired. If you choose to roster bat, there will be unlimited defensive moves during the game. A player must be in the batting order to be used on defense.

Batting helmets must be worn at all times by players when on the field on offense, until entry to the dugout. Player may be called out at the umpire's discretion.

NO ON DECK BATTER PERMITTED AT ANY TIME.

A player may not throw the bat after he hits the ball. Team will be warned one time, on the 2nd offense per team, the player will be called out and the ball will be dead and any runners on base MAY NOT advance (they will stay at the base they occupied during the at bat).

Aurora Little League is a tobacco free/smoke free facility.